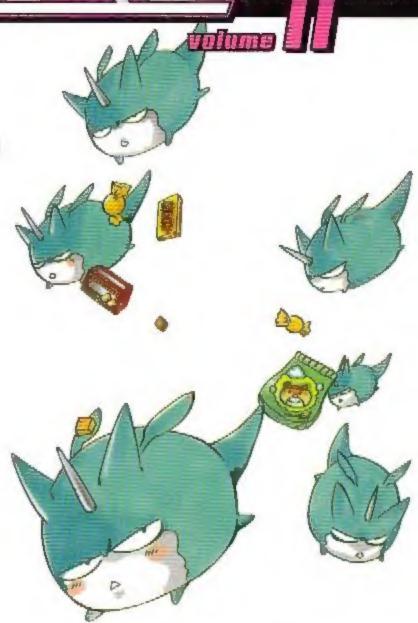


DRAGONDRIVE

All over the world, kids are getting into Dragon Drive, a virtual reality game in which they fight atop the backs of powerful dragons. But, as some of the players are learning, Dragon Drive isn't just a game. Crossing between Earth and the magical world of Rikyu, kids and dragons must join forces in a battle that will decide the fate of both worlds!

Trust

Meguru has a plan to stop Ri-IN, but she needs help...lots of help. How can Takumi convince all the Raikoo masters in the world to gather at the top of Mount Fuji? Meanwhile, the assassin Arisa is on Takumi's trail, and not even all of Takumi's dragons together can stop her. With nowhere else to turn, Takumi ventures into the world inside Raikoo's Dragon Drive card!



www.shonenjump.com

\$7.99 USA \$9.50 CAN



This book reads from right to left.











Ken-ichi Sakura

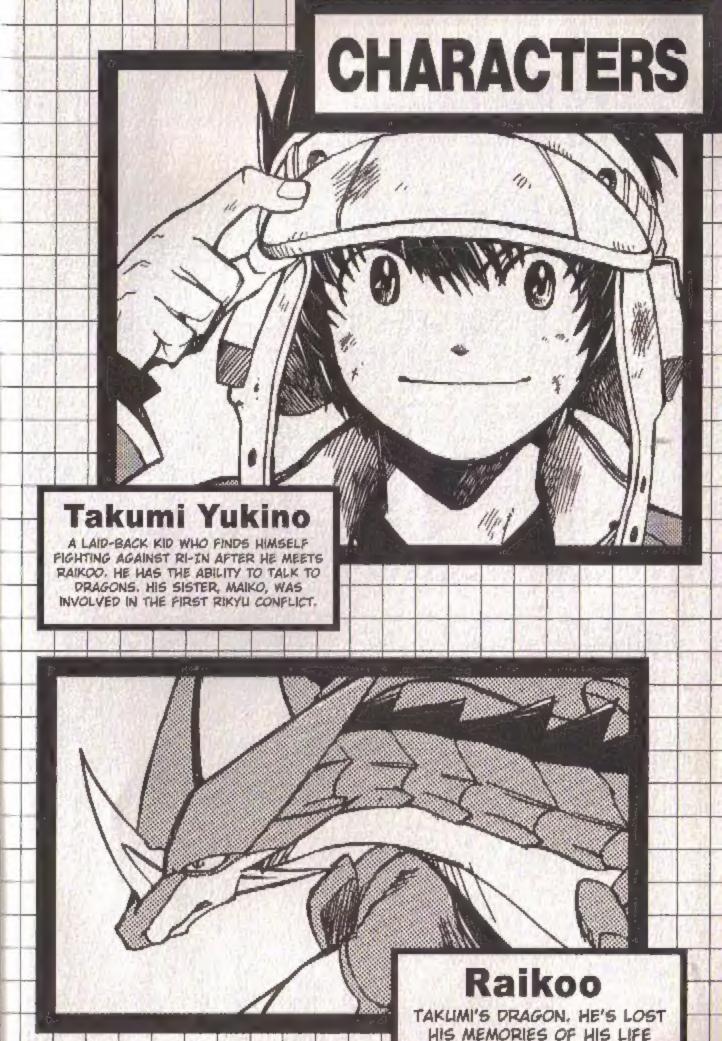
Lately I feel like I'm not getting enough thrills and excitement. If I don't get some soon, Takumi's going to leave me in the dust! Somebody come on an adventure with Sakenii.

Ken-ichi Sakura's manga debut was Fabre Tanteiki, which was published in a special edition of Monthly Shonen Jump in 2000. Serialization of Dragon Drive began in the March 2001 issue of Monthly Shonen Jump and the hugely successful series has inspired video games and an animated TV show. Sakura's latest title, Kotokuri, began running in the March 2006 issue of Monthly Shonen Jump. Dragon Drive and Kotokuri have both become tremendously popular in Japan because of Sakura's unique sense of humor and dynamic portrayal of felsty teen characters.

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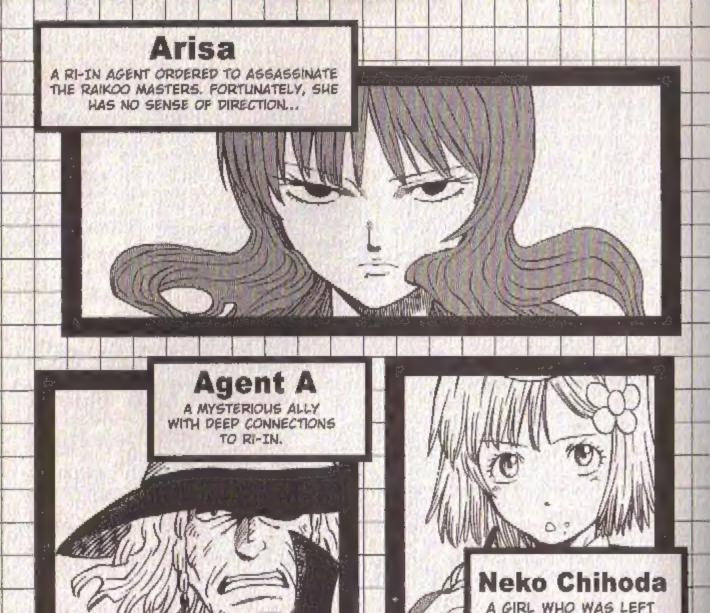
STORY & ART BY
KEN-ICHI SAKURA



BEFORE HE MET TAKUMI.



BEHIND ON EARTH.



A GAME CALLED DRAGON DRIVE IS WILDLY POPULAR WITH KIDS ALL OVER THE WORLD. ONE DAY, TAKUMI YUKINO RECEIVES A DECK OF D.D. CARDS FROM AGENT A AND JOINS A TOURNAMENT. EVEN THOUGH HE'S NEVER PLAYED BEFORE, HE MANAGES TO MAKE IT TO THE NATIONAL FINALS WITH THE HELP OF HIS DRAGON, RAIKOO.

BEFORE THE FINALS, TAKUMI HAS A STRANGE DREAM. HE'S TOLD THAT TO AWAKEN THE TRUE RAIKOO FROM AMONG THE 99 RAIKOO CARDS, ALL THE RAIKOOS MUST FIGHT EACH OTHER. THE DREAM WORRIES TAKUMI, BUT HE HEADS FOR THE FINALS ANYWAY, HOPING TO RESTORE RAIKOO'S LOST MEMORIES. HOWEVER, AFTER REALIZING HOW MUCH HE STILL HAS TO LEARN, HE DROPS OUT OF THE TOURNAMENT TO CONCENTRATE ON HIS TRAINING.

A WEEK LATER, AN ORGANIZATION CALLED RI-IN HACKS INTO THE D.D. COMPUTER SYSTEM. THE D-ZONE DRAGONS TRADE PLACES WITH THE PEOPLE OF EARTH. ONLY THE PEOPLE WHO WERE INGIDE A D.D. CENTER AT THE TIME ARE LEFT BEHIND. WHILE FLEEING THE AGENTS OF RI-IN, TAKUMI AND HIS FRIENDS SEARCH FOR A WAY TO REVERSE THE DISASTER. TAKUMI GETS A PHONE CALL FROM HIS SISTER MAIKO, WHO TELLS HIM THAT HE HAS TO FIND THE OTHER RAIKOO MASTERS AND HELP THEM ESCAPE RI-IN...

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D-Zone, Shinjuku



























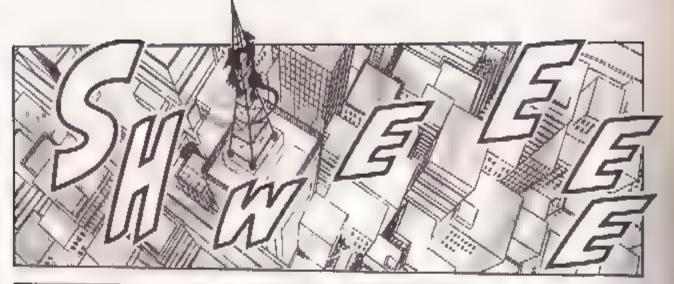


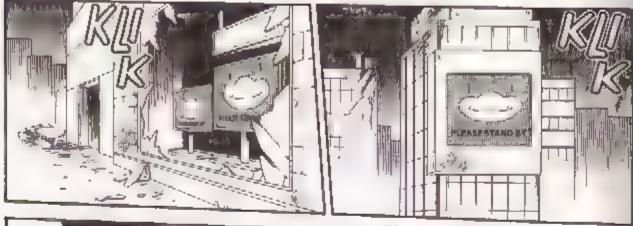












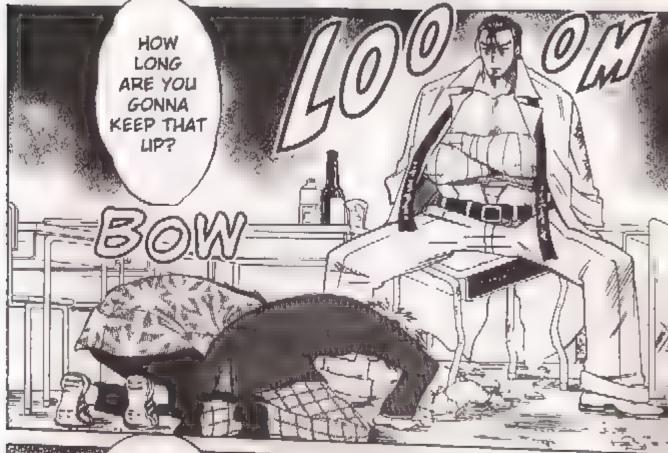














PRETTY PLEASE? WELL,

AS I KEEP

EXPLAINING









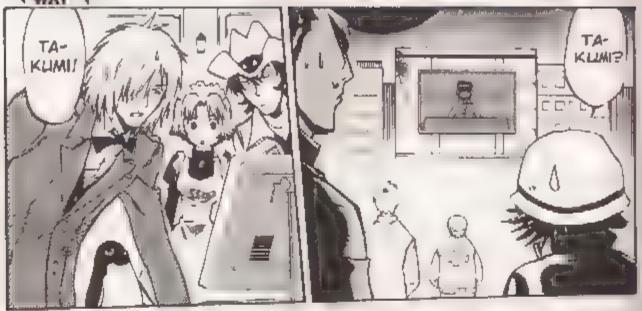












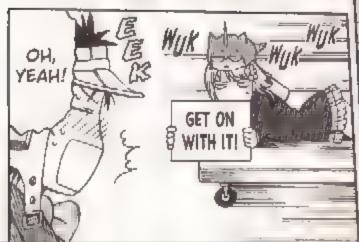








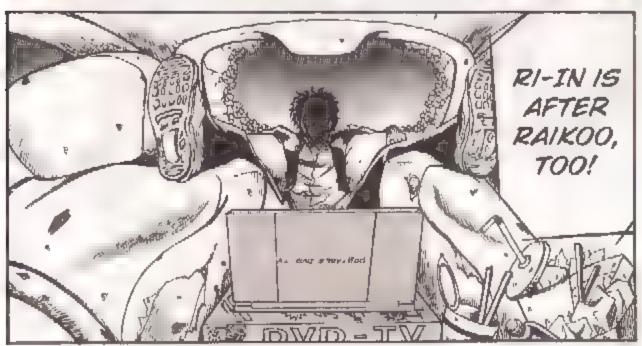








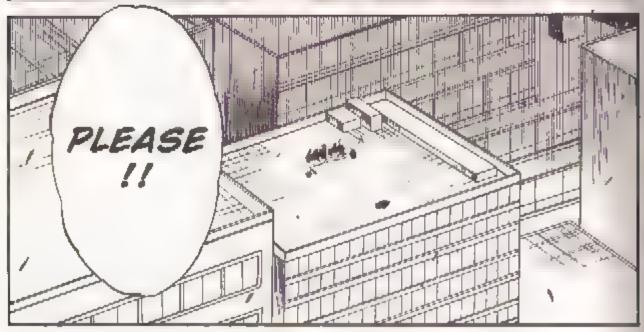


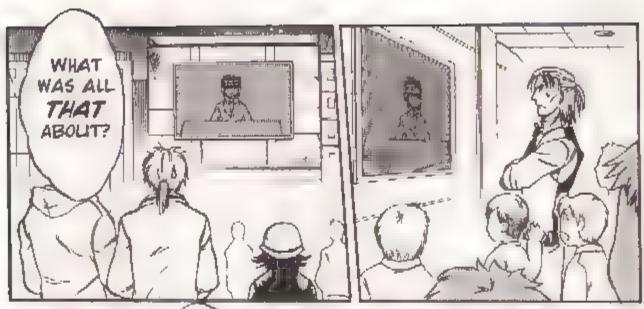




















































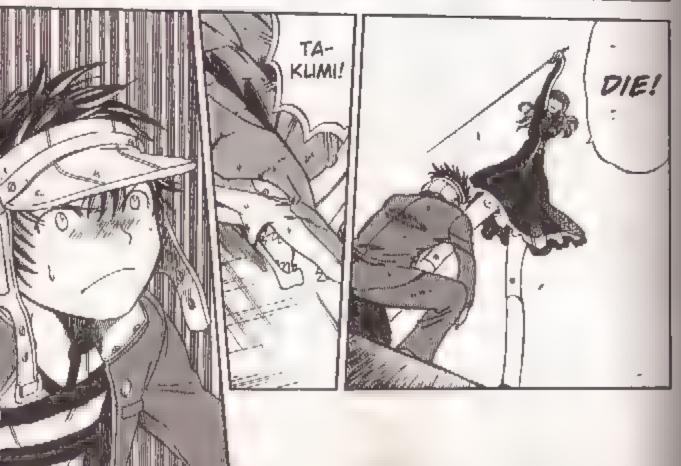








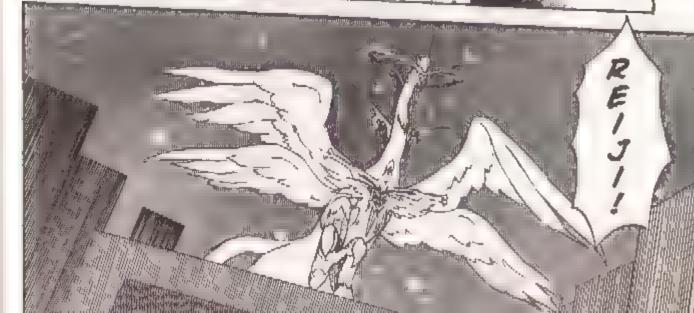


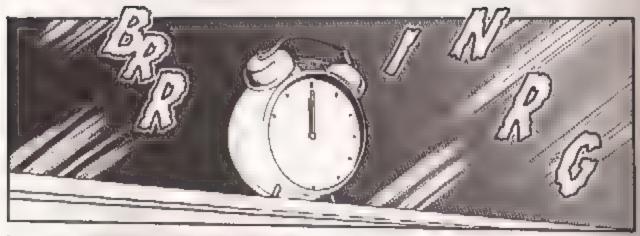






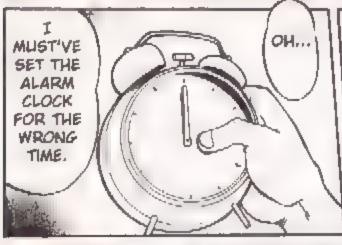




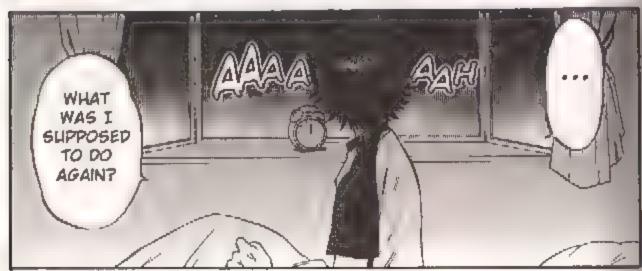




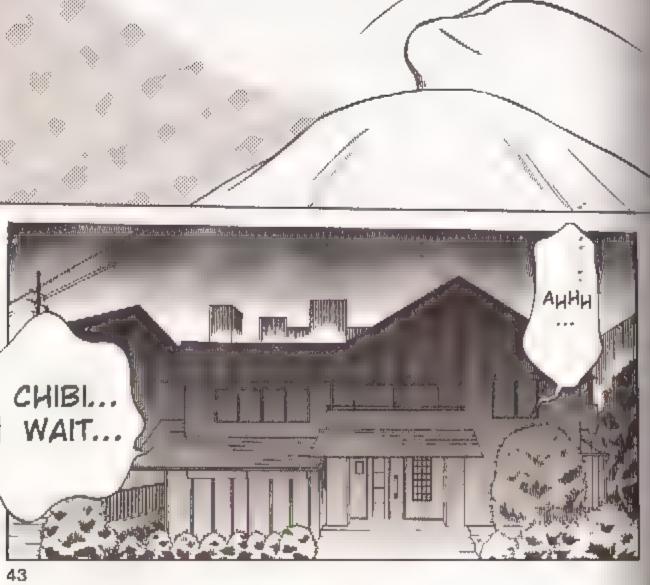








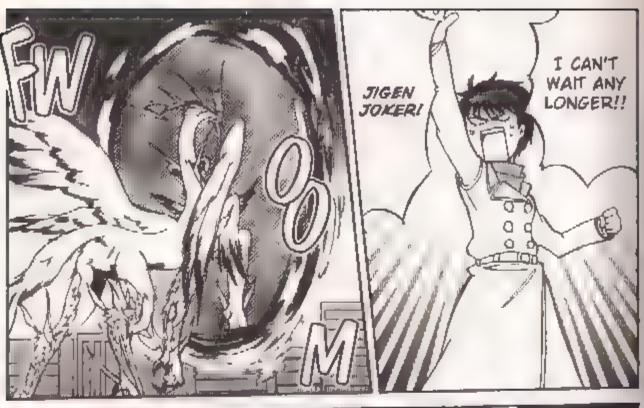






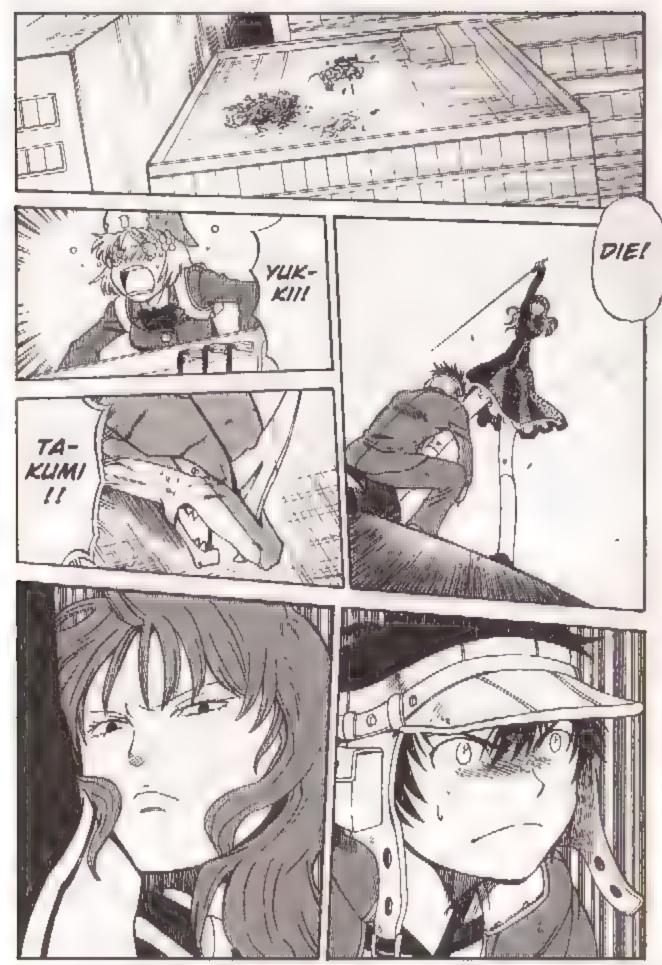






























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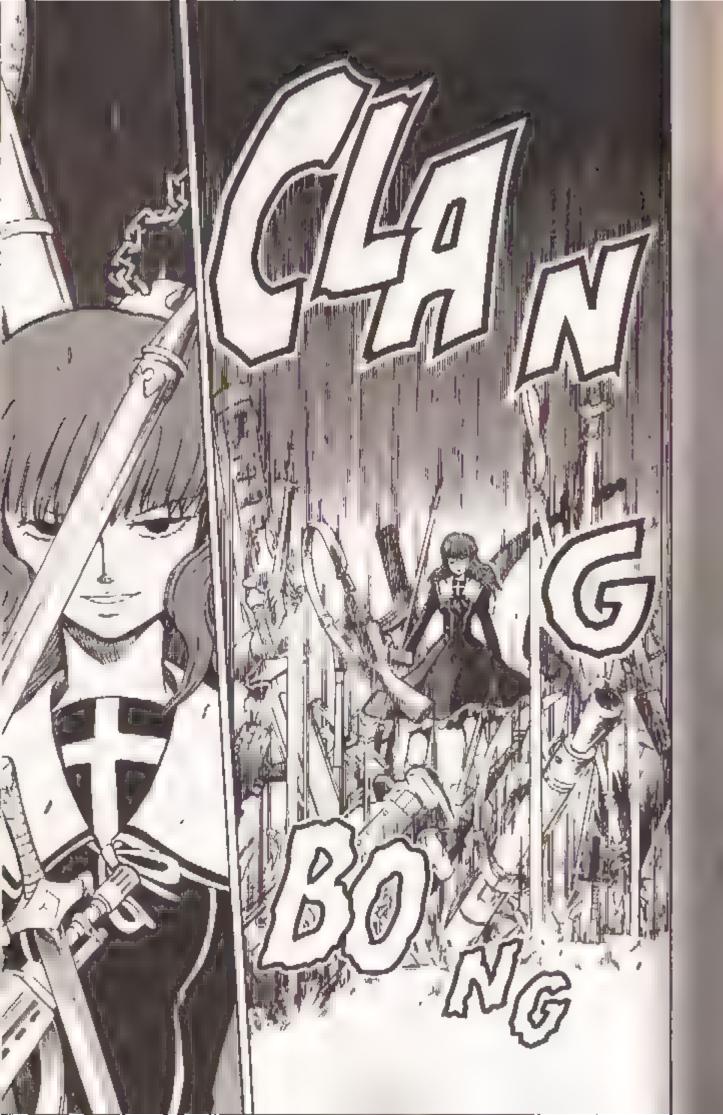
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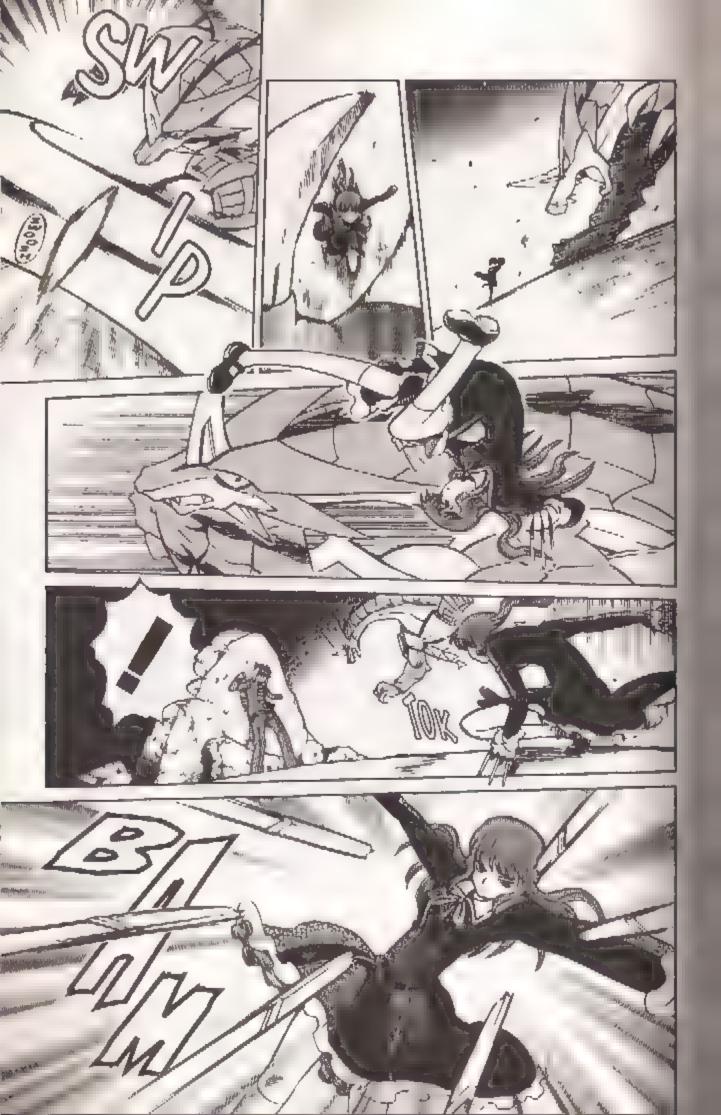










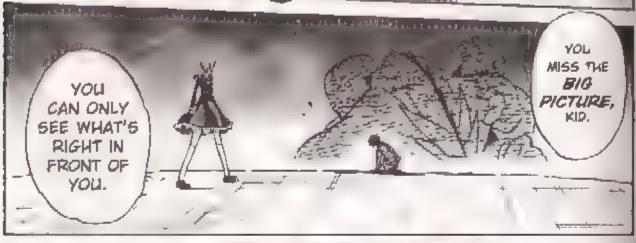




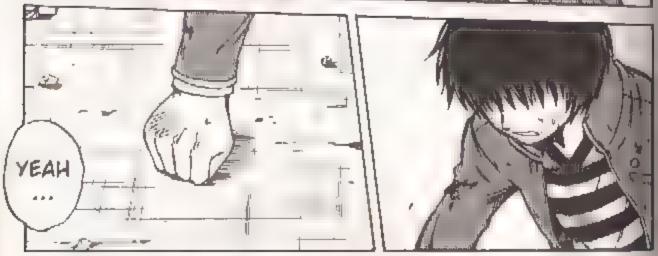












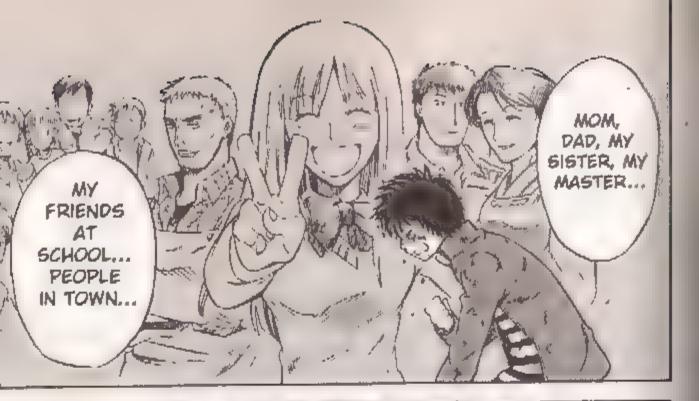
















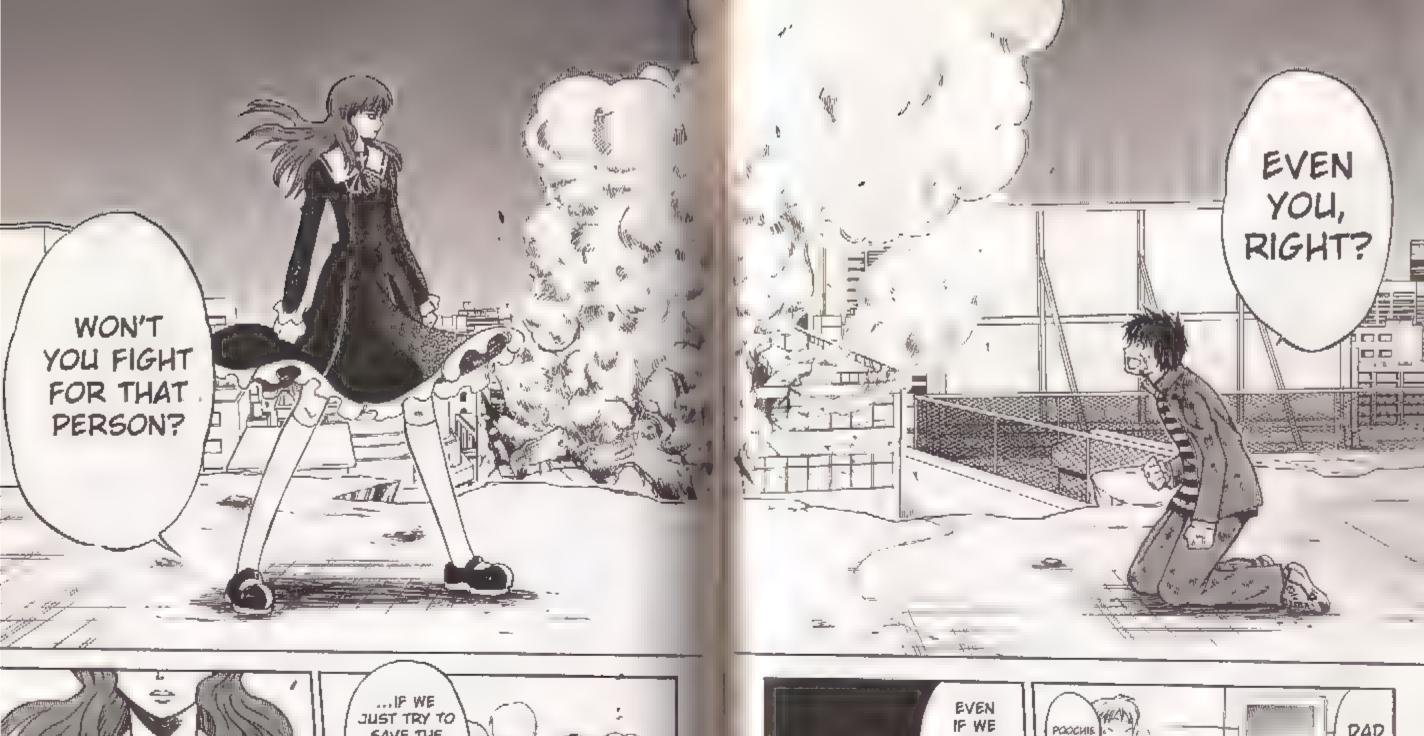














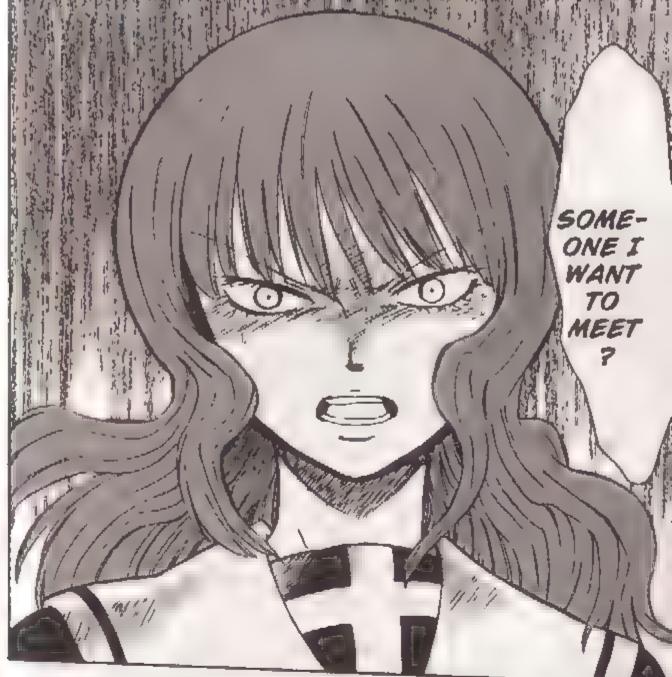




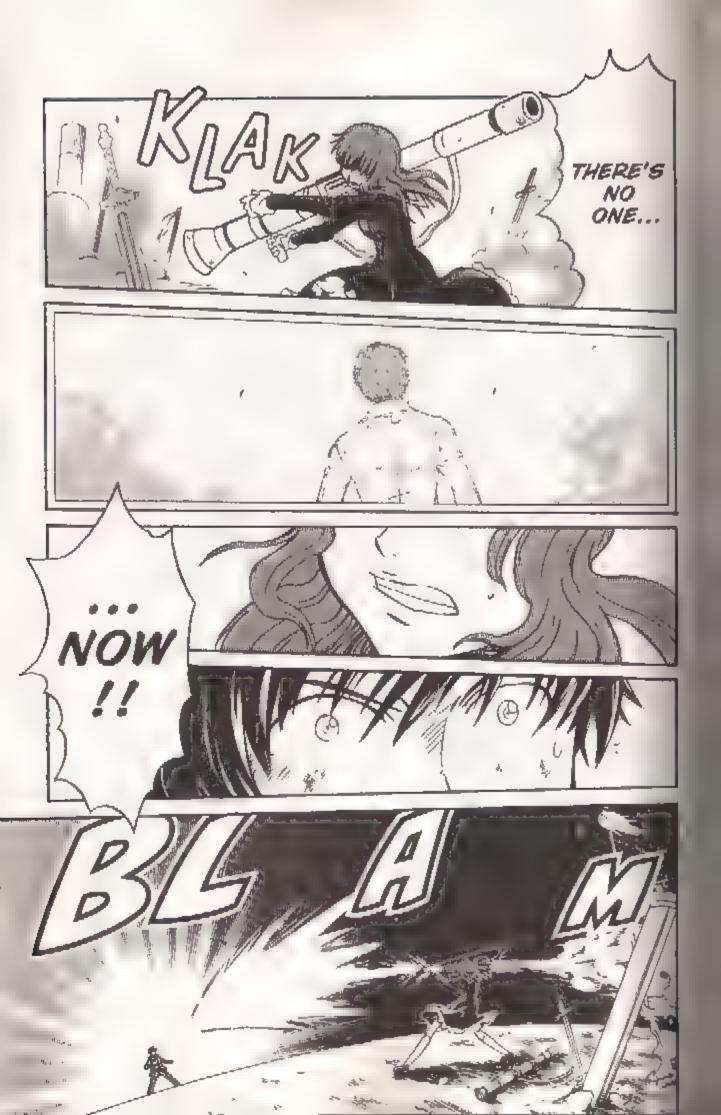
















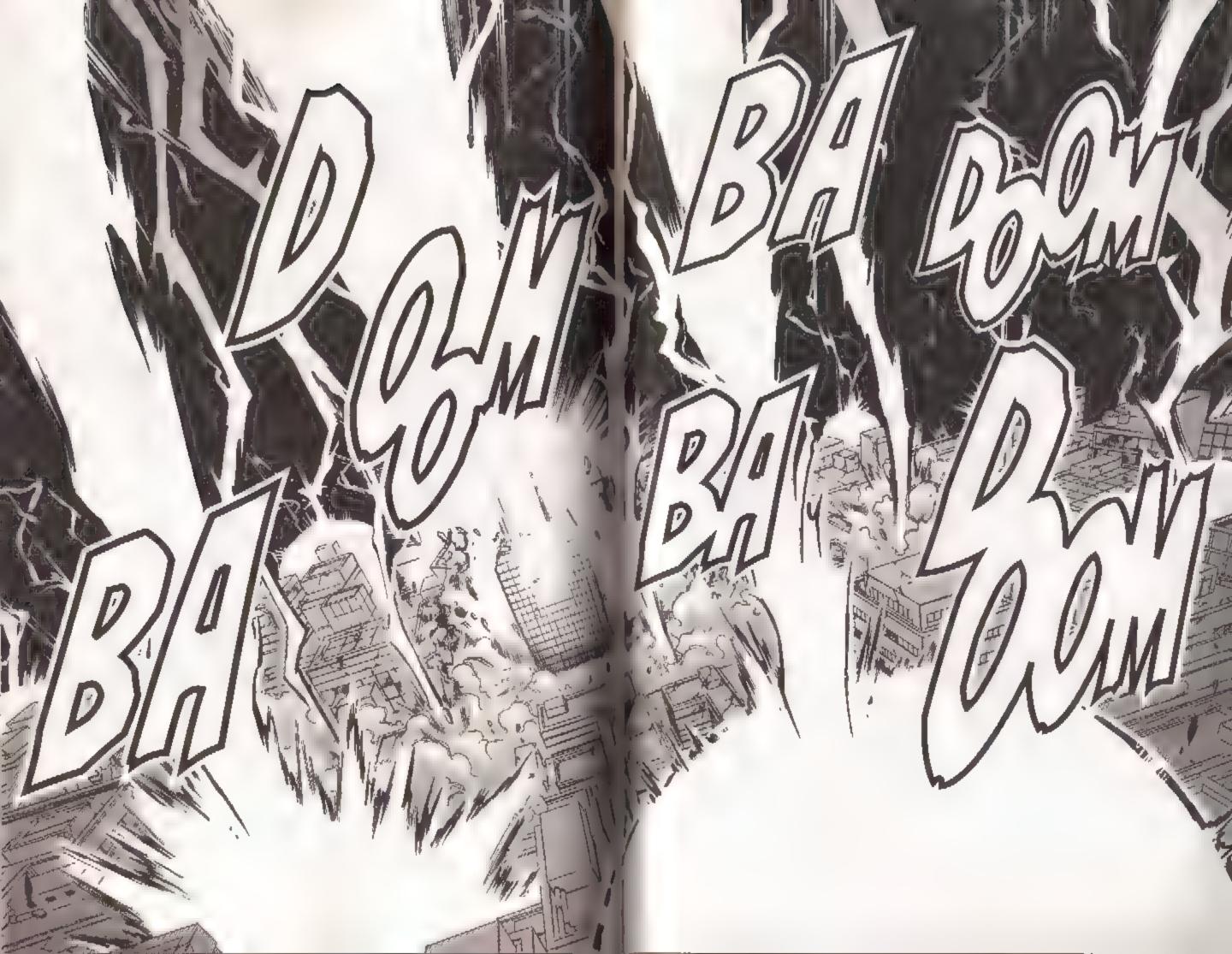






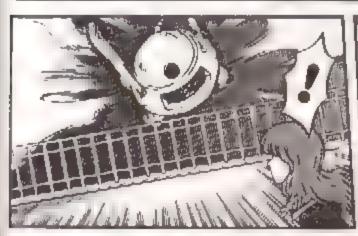


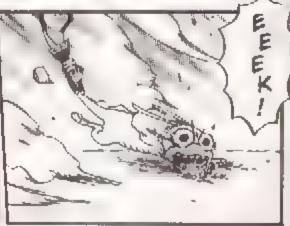










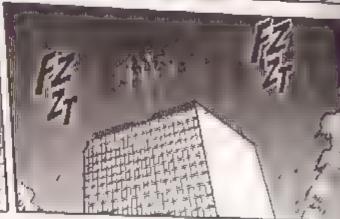








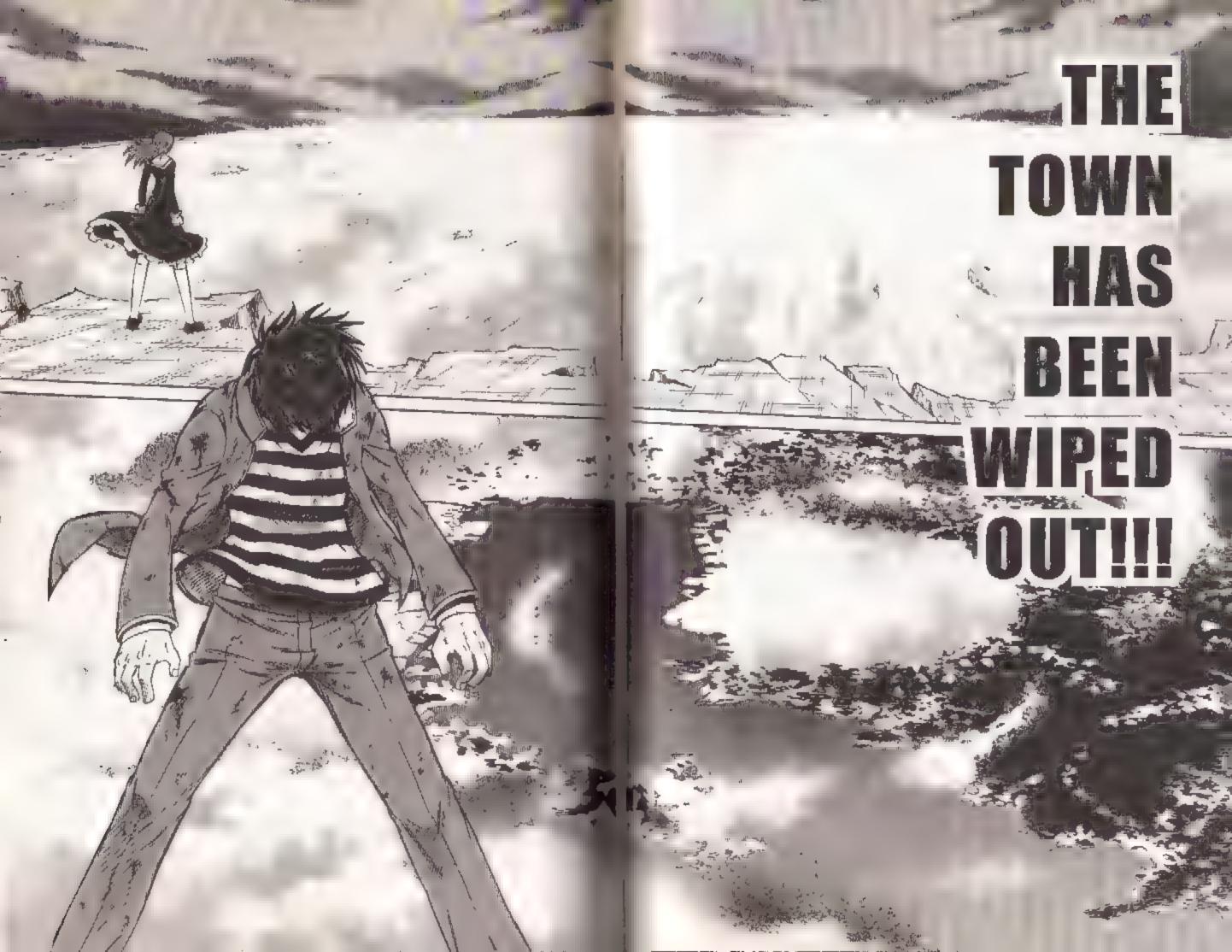


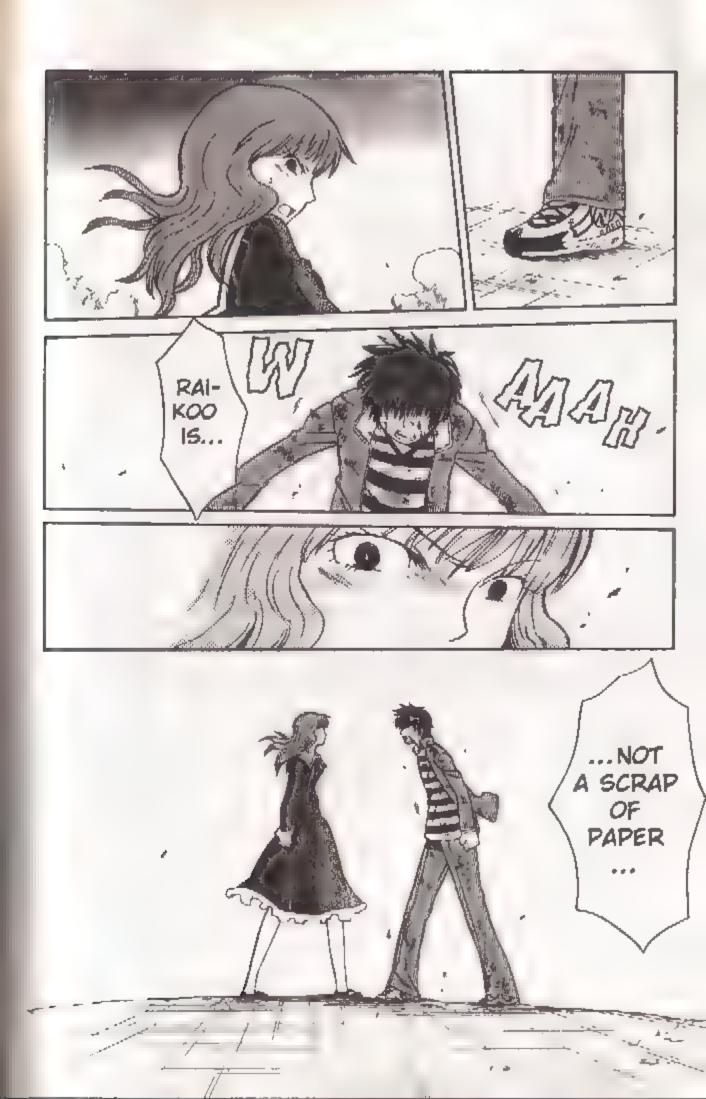










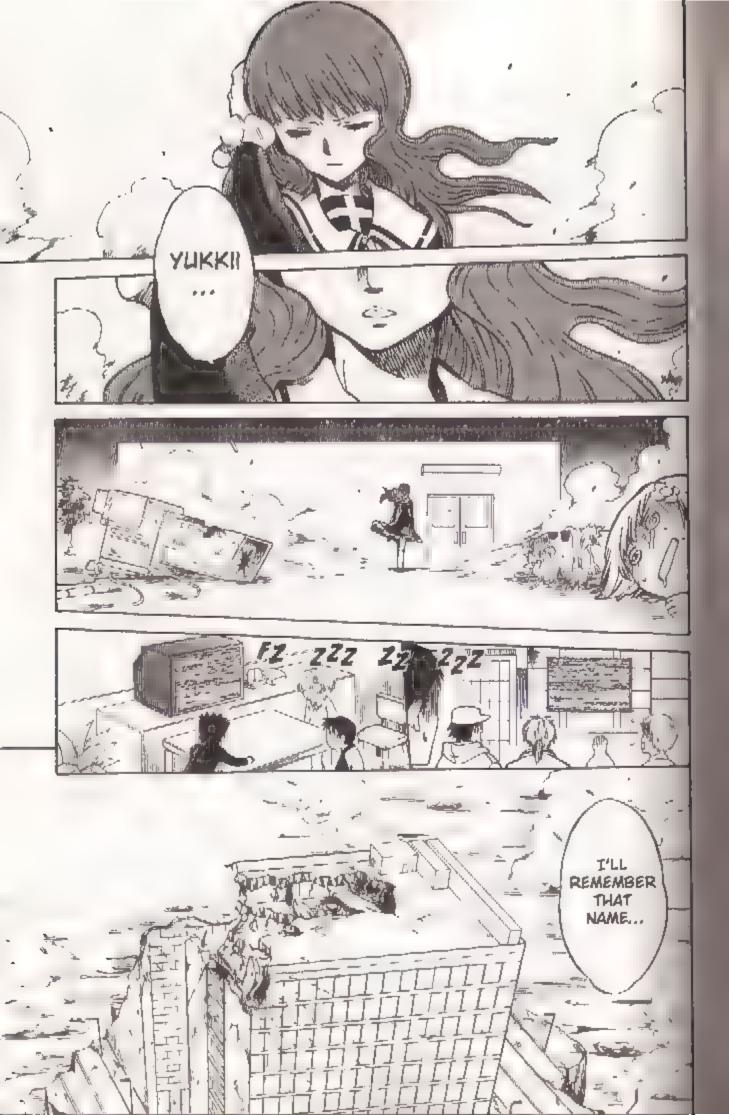




















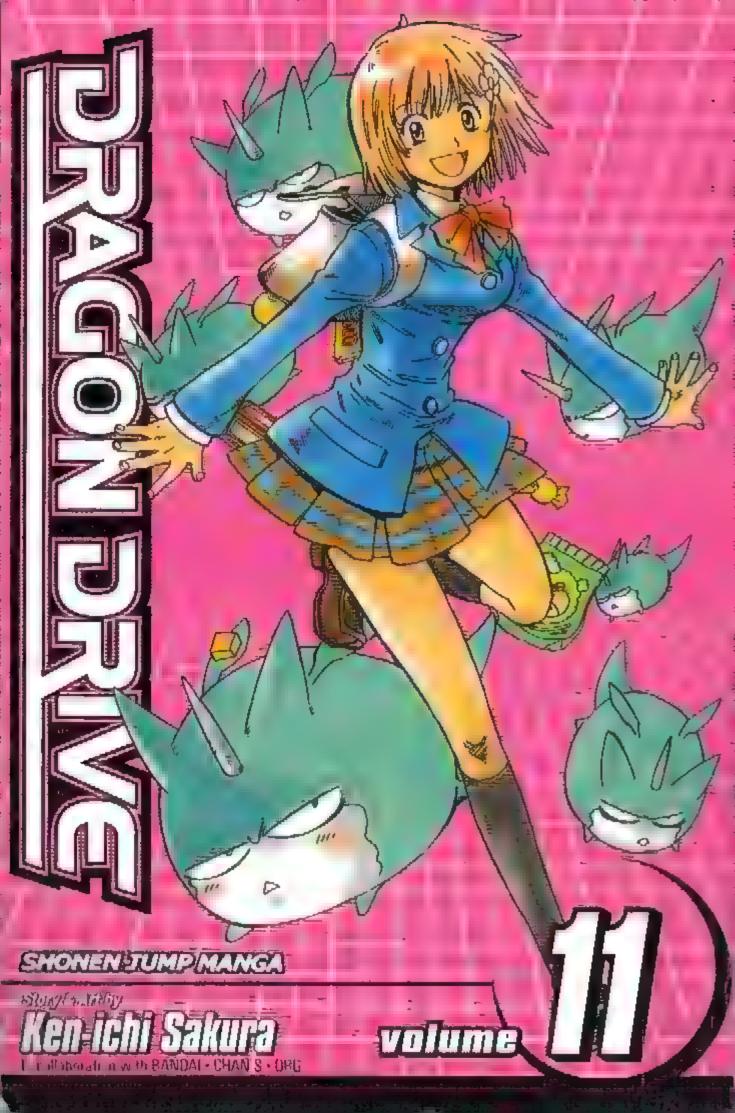








HIYOSHI THE BULLY, NOW IN TRAINING UNDER MARIA.



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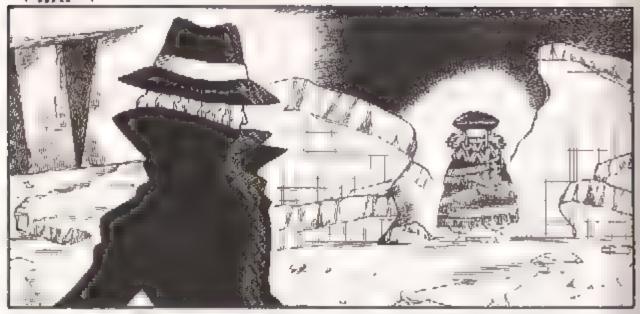








































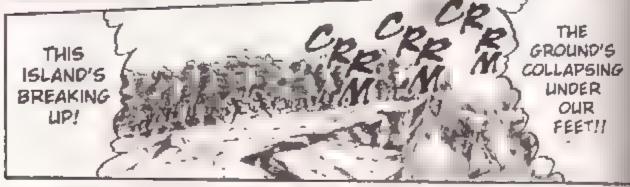
































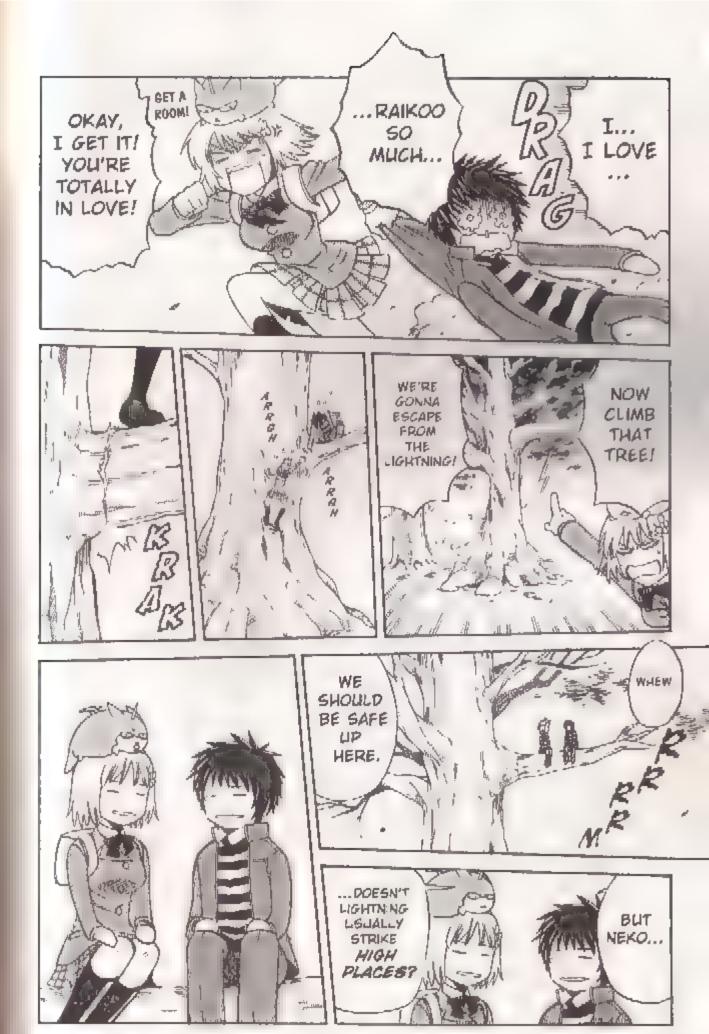




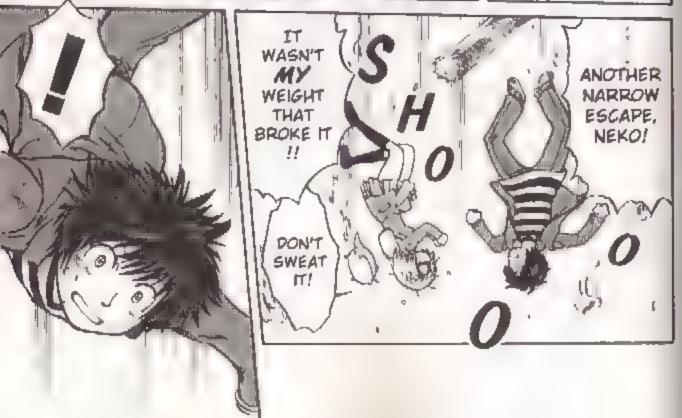


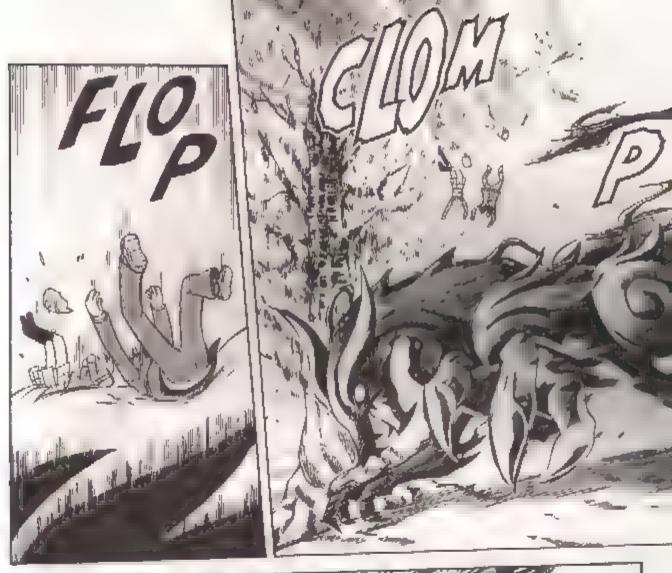












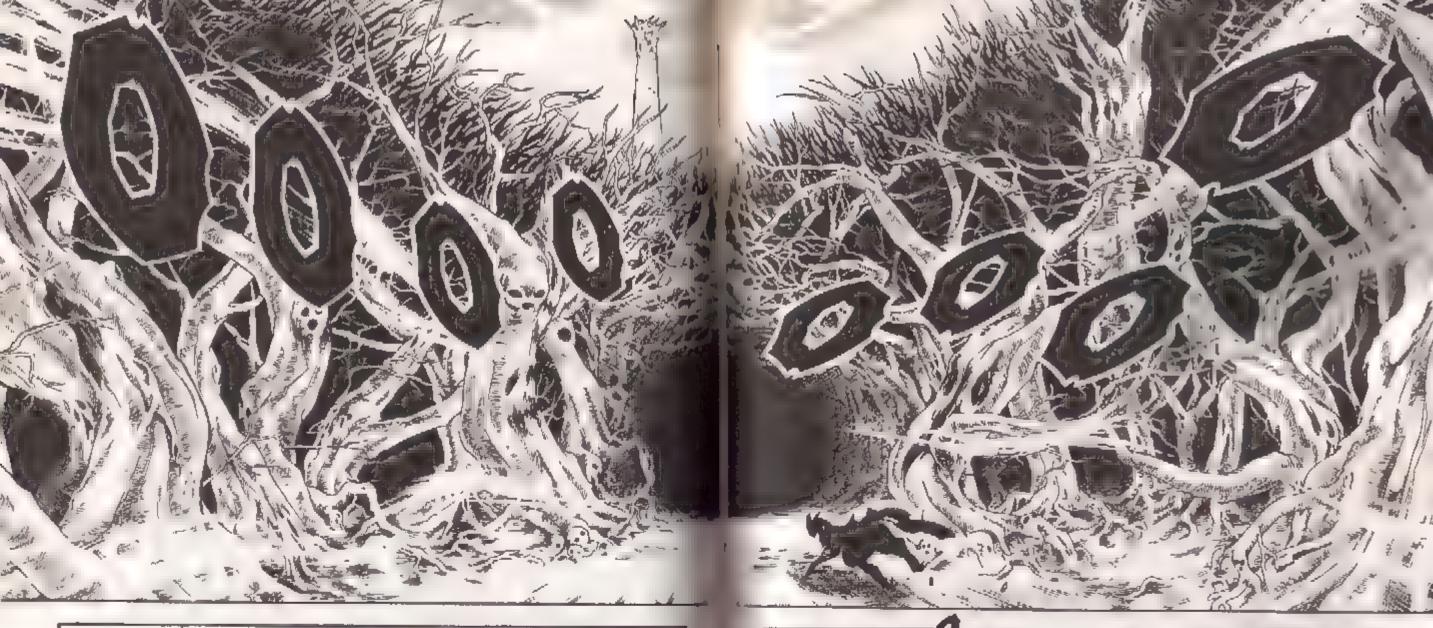














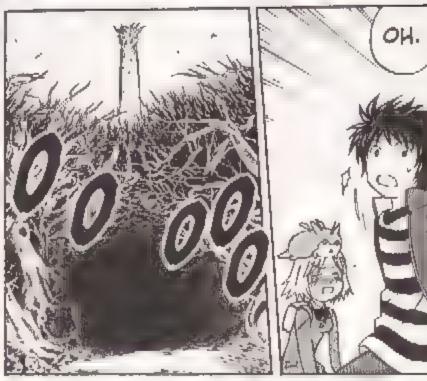








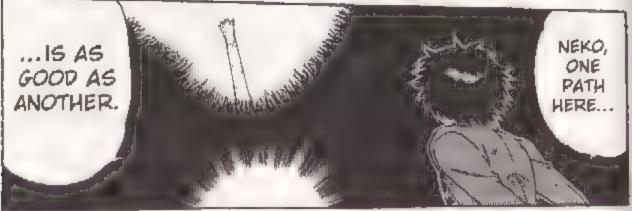
























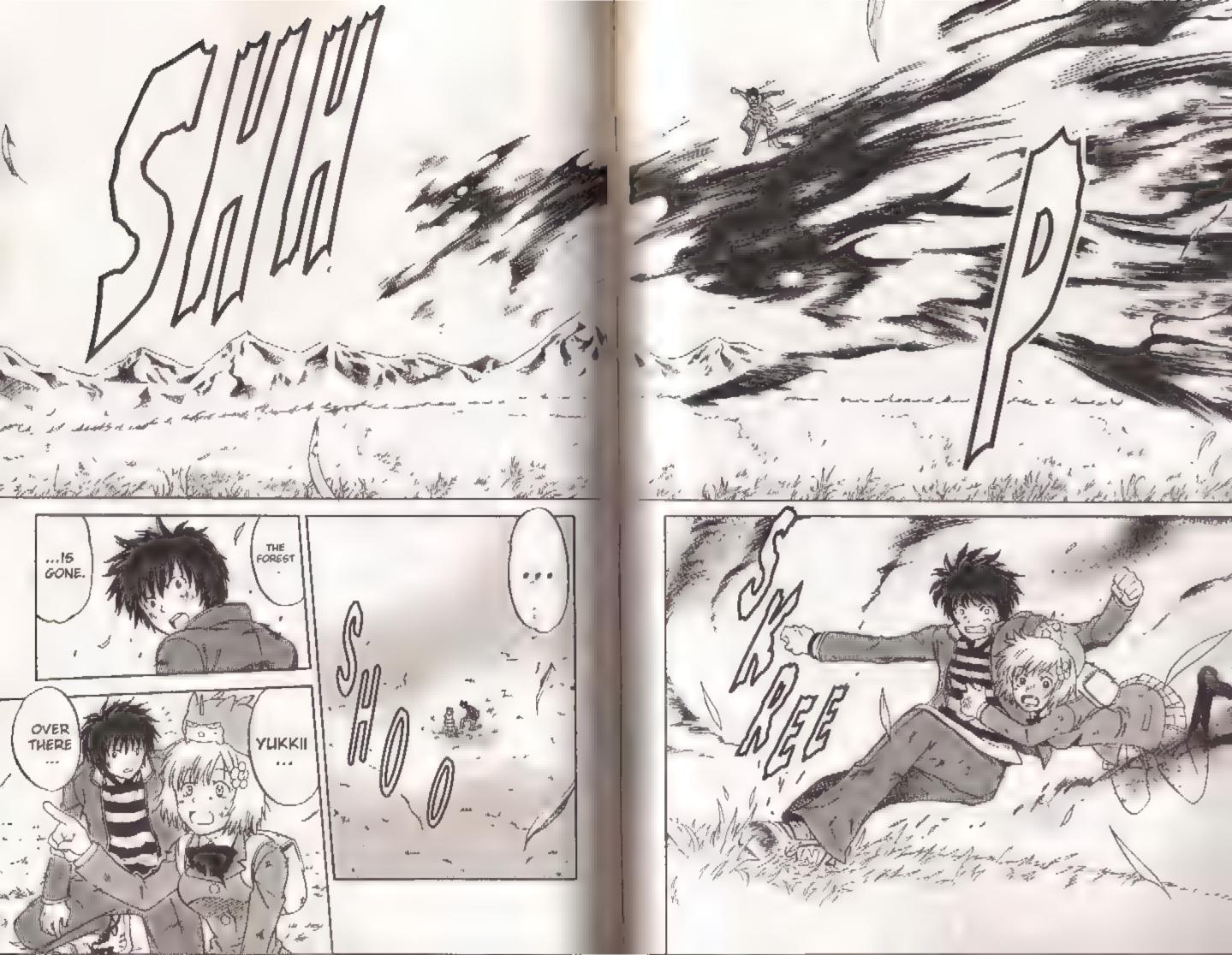




































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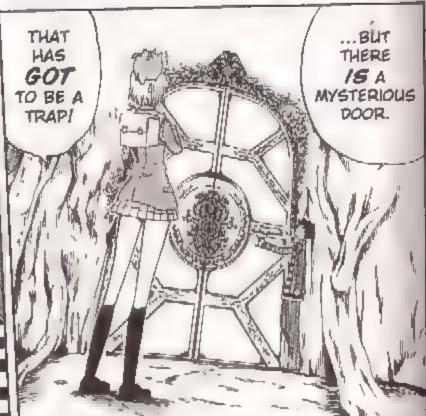
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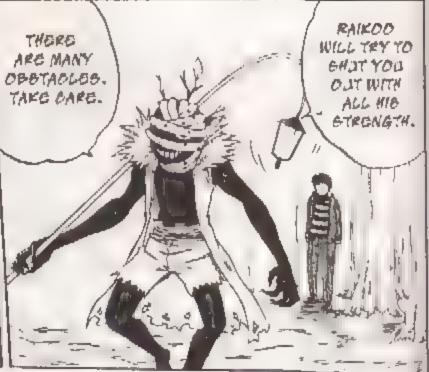


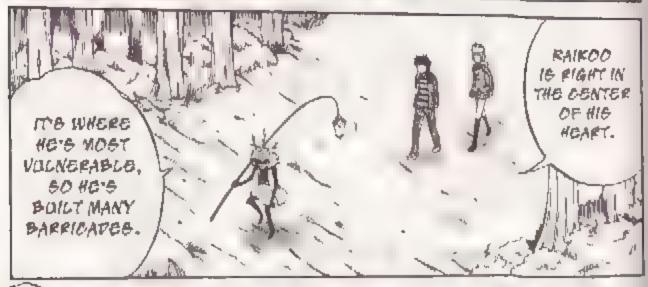




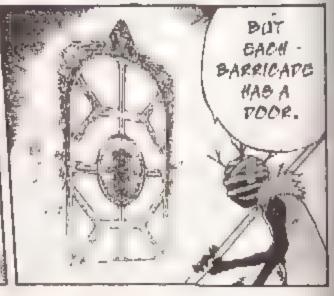










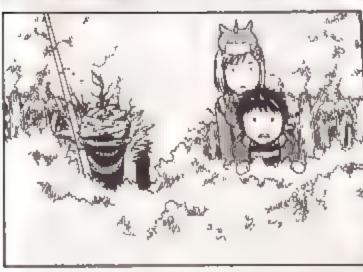


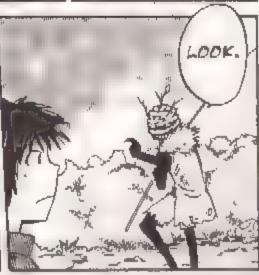


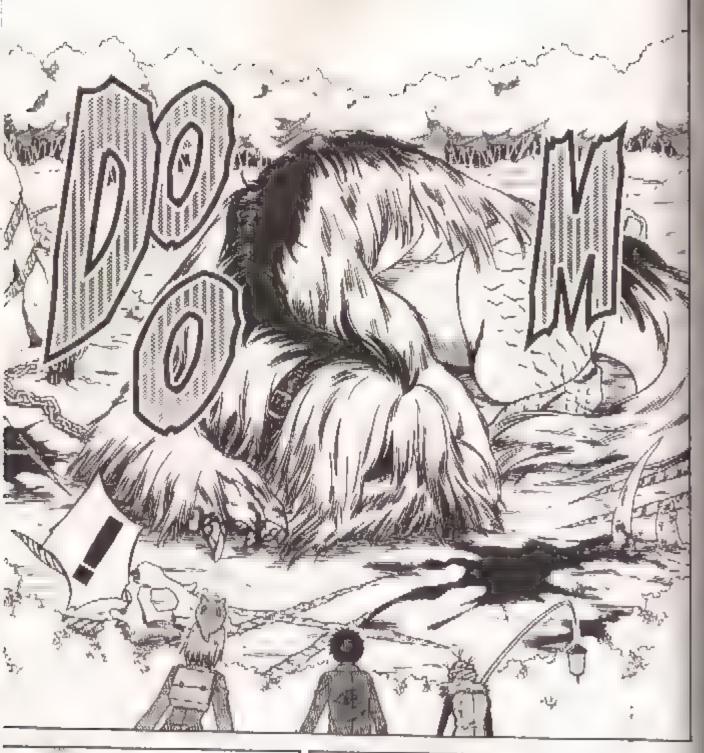








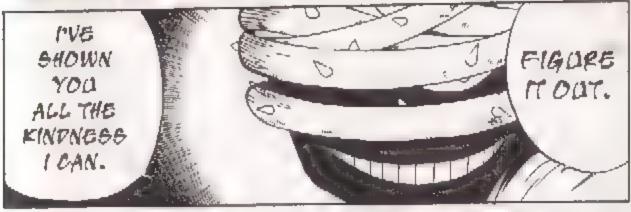






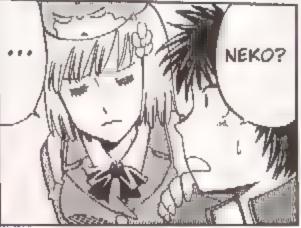
























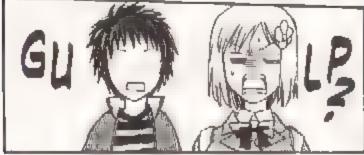




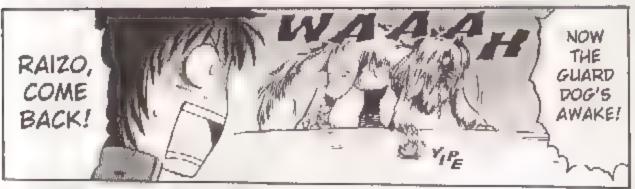


















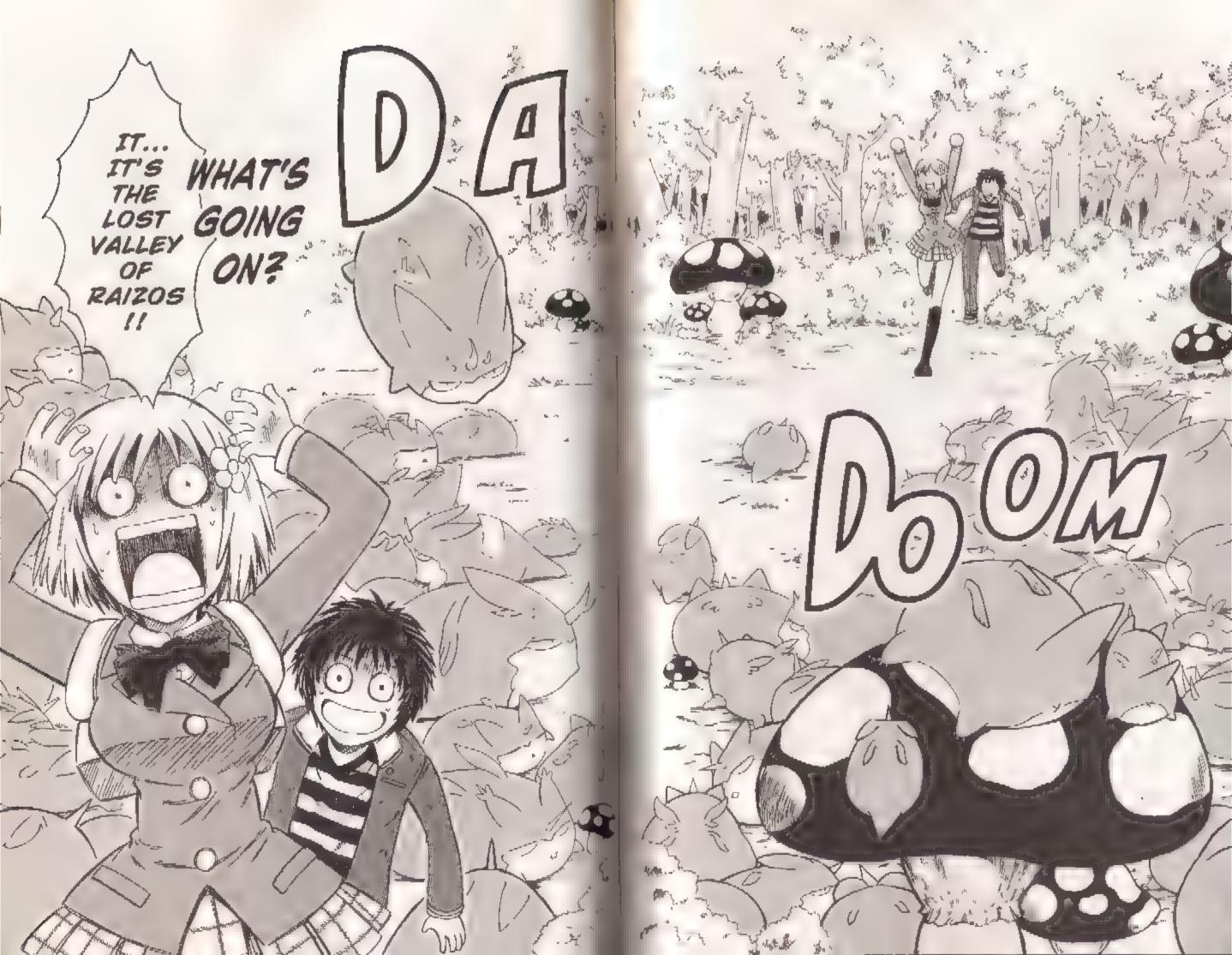


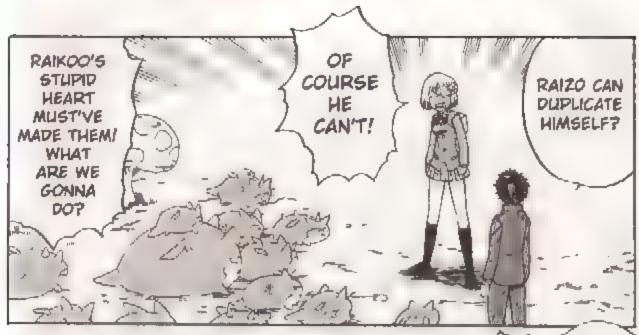




























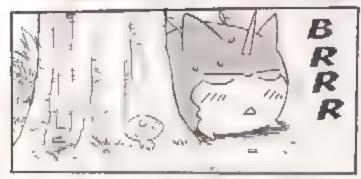










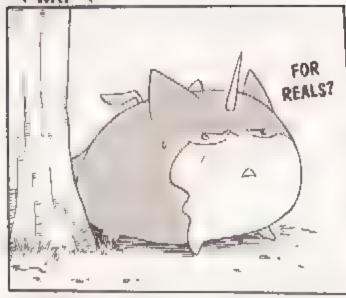






























































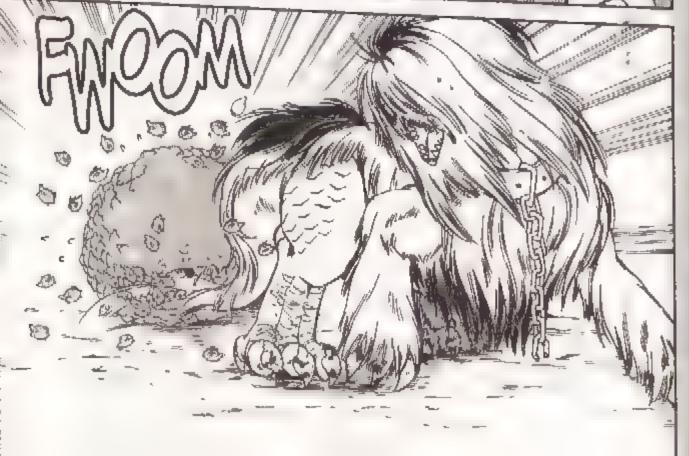














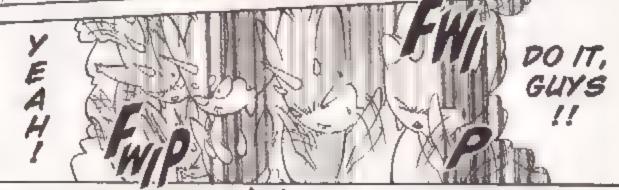


















































THE HERAS!



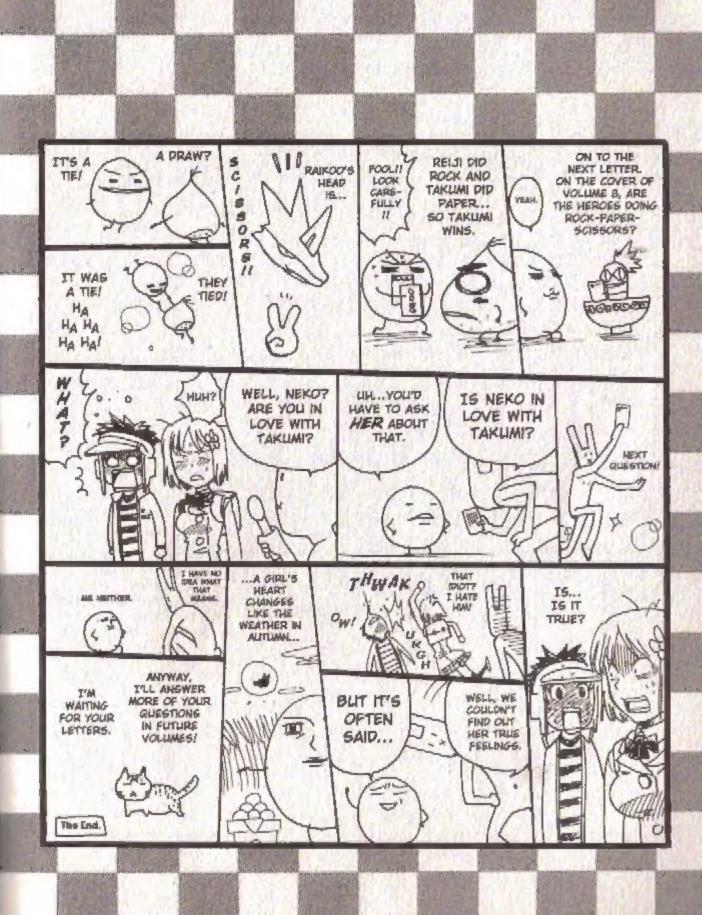
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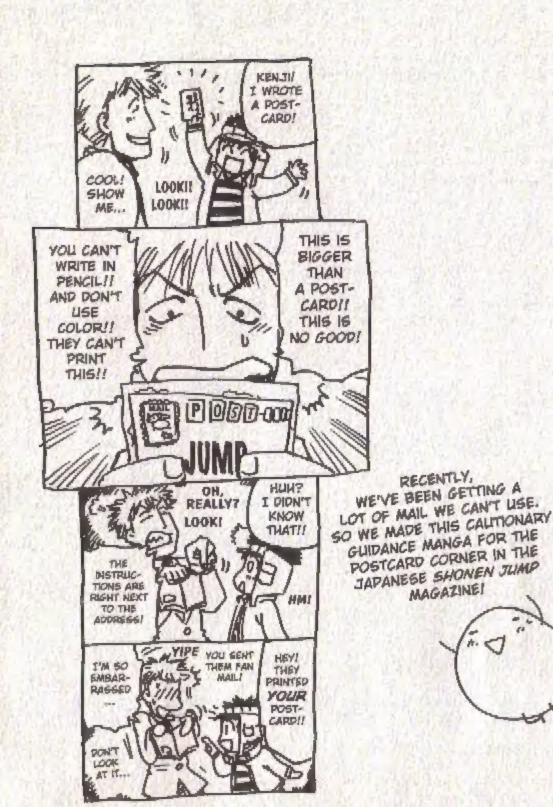
Heartwarming

Saken Theater



AND ARISA'S GLADIUS.





BY NAGI



The world inside Raikoo's DD card just keeps getting weirder, and Neko soon figures out that their shifty guide Bug is bad news. But Takumi's determined not to give up on Raikoo or let Neko get spirited away. Can he defeat all the monsters in Raikoo's treacherous inner world... even his own evil duplicate?

AVAILABLE IN FEBRUARY 2009!